

TITLE

CARD GAME

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BACKGROUND

Casinos are under constant pressure to develop new games for several obvious reasons: to keep their customers entertained, make more money, and get an edge on other casinos. The problems with new games are they are often too difficult to play and hard to learn. This new card game invention takes a childhood favorite called Rock, Paper, Scissors and turns it into an easy to play casino game with advantageous house odds.

SUMMARY

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A card game based on the kids hand game called Rock, Paper, Scissors (RPS). The card game is played with custom cards that have images of hands forming the following three symbols: Rock, Paper, and Scissors. A dealer deals out 3 cards to each player. Each card represents a game. The dealer then deals himself three cards one at a time. You match your cards against the dealer's cards and follow the traditional RPS rules whereas a Rock Card beats a Scissors Card, a Scissors Card beats a Paper Card, and a Paper Card beats a Rock Card. Wagers can be made on each card (whereas each card represents a game) and on the results of the 3 game series.

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BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 shows the customized cards used in the game, that have images representing the symbols for Rock, Paper, and Scissors and also has the caption that corresponds to the symbol.

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Figure 2 shows the layout that will go on top of a standard casino gaming table (like a blackjack table). The cards will then be dealt on this layout which has areas for the

cards dealt to each player, areas to bet on each card, areas to bet on the ante, and areas where the dealer can place his cards as well.

#### DETAILED DESCRIPTION

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The game according to the invention is played between a dealer and at least one player using cards (or any representation like dice or electronic forms) that contain an even distribution of the following three images representing the symbols for rock, paper and scissors. (See Figure 1.) The dealer deals out three (or what ever the series is) cards to each player and they are placed in front of the player(s) on the spaces marked "game 1", "game 2", and "game 3". Each player can make wagers on any of the games and on the "Ante" which represents the results of the series of games played. The dealer turns up his three cards one at a time and resolves each game by the following rules:

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Rock beats Scissors, loses to Paper, and ties Rock.  
Paper beats Rock, loses to Scissors, and ties Paper.  
Scissors beats Paper, loses to Rock, and ties Scissors.

20 For each game the player is paid even money (1:1) for a win and his wager is collected for a loss. If the game is a stalemate (a tie) no money is won or lost, this is known as a push. The "Ante" is the cumulative result from the games played. This wager is collected if the player loses or can be paid off if the player wins. The pay off can range from even money to 55,000:1 depending on how many wins are in the series. Additional bonuses can be earned for specific combinations of cards that also win all the games, for example:

25 Three wins using three "rock cards" is called an "avalanche" and can pay more than even money.  
Three wins using one "paper card" followed by two "scissors cards" is called "paper dolls" and can pay more than even money. Three "Papers cards" or three "Scissors cards" can pay bonuses as well.

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In another embodiment, two players can go face to face without a dealer. In this situation the house can collect ante or use bonuses to make the heads up version house

friendly. This can be electronic or any medium. In another embodiment or version, the player can arrange the cards (or symbols) before the dealer plays his cards (or any other medium). Also, the wagers can be place before or after the cards are dealt (or any other medium like dice rolled or electronic symbols) In yet another version the  
5 distribution doesn't need to be random. This invention can also be played in a tournament style.

Attention is now drawn to a specific embodiment of the present invention wherein the card game is played with a custom set of cards shown in Fig. 1 and on a custom  
10 layout shown in Fig. 2.

The player must first place an ante wager to begin play. Then the player has the option to place a bet on any or all of the three squares on the layout that represent the 3 cards that will soon be dealt out to each player. Each card represents a game of  
15 Rock, Paper, Scissors against the dealer. Each player will be playing 3 games (3 cards) against the dealer. Each game (card) will either win, loose, or tie the dealer according to the following rules: Rock beats Scissors, Paper beats Rock, and Scissors beats Paper. Any bets made on each game (card) will be paid even money for a win and the money will be collected for a loss, and the money will stay put when there is a  
20 tie. The ante wager is paid off according to the results of this 3 game(card) series. If you win 2 out of your 3 cards against the dealer your ante bet is paid 2:1 odds. If you win 3 out of your 3 cards against the dealer your ante bet is paid 5:1 odds. If you are dealt 3 of a kind and win all 3 games against the dealer your ante bet is paid 10:1. For example, if you are dealt 3 Rock cards, and the dealer is dealt 3 Scissors cards, your  
25 ante bet would win 10:1.

The cards can be dealt from a shoe or an automatic shuffler, and can be any number of cards as long at there is an equal distribution of Rock, Paper, and Scissors cards.

30 The cards are dealt face up to the player in the designated game spaces on the layout (Fig. 2) these are the squares marked 1, 2, and 3. Each player gets 3 cards, even if they only bet on less than 3 games, because you will always be playing the best 2 out of 3 to resolve the ante bet which must be made to play.

The dealer then deals to himself/herself 3 cards, but one at a time in his/her designated areas (Fig.2). After each card, the dealer can resolve each game. Then after his/her third card the dealer can collect or pay the ante according to the rules above.

- 5 In another version the casino may opt to have the cards dealt face down to the player and then allow the player to arrange their cards and then place them in the designated game areas before the dealers continues on to his/her own cards.

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